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# POCKET CARTOON COURSE

22  
COMPLETE  
LESSONS



INTERESTING  
ENTERTAINING  
INSTRUCTIVE

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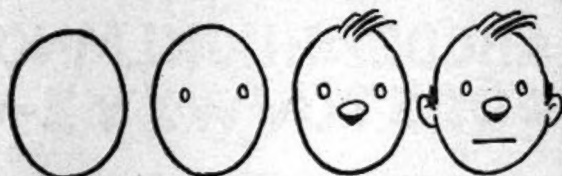
# POCKET CARTOON COURSE

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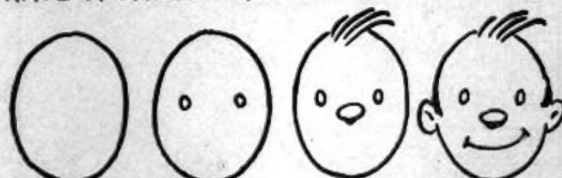
ALL YOU NEED  
IS A PENCIL AND  
A FEW SHEETS  
OF PAPER!



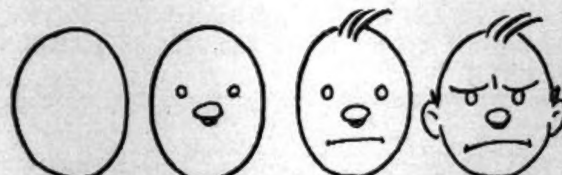
## LESSON-1.



START WITH AN OVAL, ADD EYES,  
NOSE, EARS, ETC., AND PRESTO, YOU  
HAVE A FACE. THIS IS THE FRONT VIEW.



YOU CAN MAKE YOUR FACE SMILE  
BY SIMPLY TURNING THE CORNERS  
OF THE MOUTH UP!

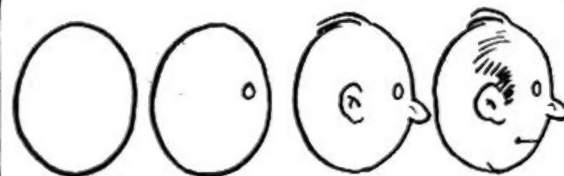


AND THE FROWN IS MADE BY  
PULLING THE CORNERS OF THE MOUTH  
DOWN. NOTE HOW THE EYEBROWS HELP!

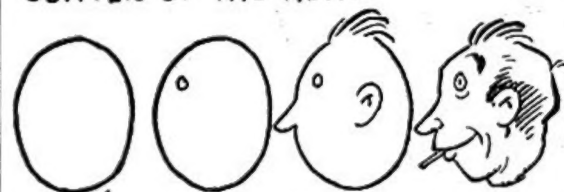


HERE ARE A FEW SAMPLES OF  
MIXED EXPRESSIONS. STUDY THEM ALL,  
THEN TRY TO DRAW OTHER OF YOUR  
OWN. KEEP YOUR DRAWINGS SIMPLE.

## LESSON-2.



THIS IS THE SIDE VIEW. NOTICE  
THAT THE EAR IS ABOUT IN THE  
CENTER OF THE HEAD.

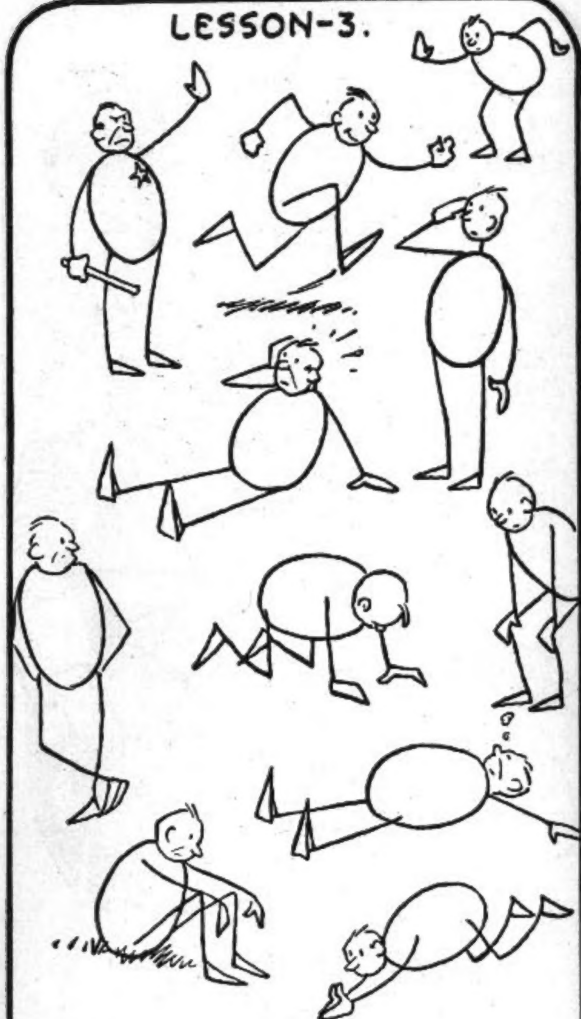


THE SIDE-VIEW SMILE. PRACTICE  
DRAWING FACES AND YOU'LL SOON LEARN  
JUST WHAT LINES AND WRINKLES PRODUCE  
THE SMILES, FROWNS, ETC.



COPY ALL OF THESE FACES AND  
IN DOING SO USE AS FEW LINES AS  
POSSIBLE, AND FOR THE BEST RESULTS  
MAKE EACH OF YOUR SKETCHES ABOUT  
TWO INCHES HIGH. KNOWING HOW  
TO DRAW INTERESTING FACES IS VERY  
IMPORTANT, SO KEEP PRACTICING!

### LESSON-3.



**ACTION SKETCHES.** DRAW AS MANY OF THESE SMALL FIGURES AS YOU POSSIBLY CAN. HAVE THEM RUNNING, JUMPING, OR IN ANY OTHER POSITION YOU MAY THINK OF. THEY WILL AID YOU IN GETTING EASY, NATURAL ACTION IN YOUR FIGURES.

### LESSON-4.



**WHEN YOU DRAW THE SMALL, ACTION SKETCHES, DO NOT TRY TO COMPLETE THEM AT FIRST. MERELY TRY TO GET A GOOD SWING TO YOUR FIGURES. AFTER YOU HAVE MASTERED THE ACTION PROBLEM, BEGIN TO "DRESS UP" OR FINISH YOUR SKETCHES IN EASY STAGES, AS SHOWN ABOVE.**

### LESSON-5.



**HANDS ARE VERY IMPORTANT, SO LEARN TO DRAW THEM WELL! IF IT IS POSSIBLE, HAVE SOME ONE POSE FOR YOU. IF NOT, DRAW YOUR OWN HANDS, THE REFLECTION IN A MIRROR WILL TRANSFORM A LEFT HAND TO A RIGHT HAND AND VICE VERSA - TRY IT.**

## LESSON-6.

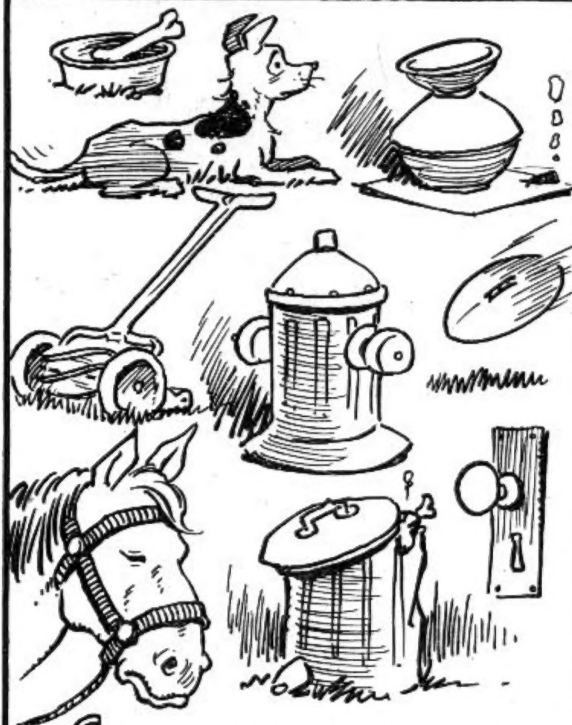


NOTICE HOW  
THE HIGH LIGHTS  
PRODUCE THE  
"SHINE"

**SHOES**—MAKE THEM FIT THE TYPE OF CHARACTER! PUT NICE SHINEY SHOES ON A BANKER AND WORNOUT, PATCHED BROGANS ON A HOBO. TRY DRAWING YOUR OWN SHOES FOR GOOD PRACTICE.

## LESSON-7. YOUR MORGUE

**CLIP AND FILE GOOD DRAWINGS OR PHOTOS OF GUNS, BOATS, UNIFORMS, ENGINES, VEHICLES, FURNITURE, SCENERY, ETC. THESE ARE TO BE USED FOR REFERENCE WHEN YOU ARE CALLED UPON TO DRAW SOME SUBJECT WHICH YOU KNOW NOTHING ABOUT.**



**SKETCHING IS A VERY GOOD HABIT TO DEVELOP. OBTAIN A SMALL, POCKET-SIZE NOTE BOOK AND START SKETCHING ANYTHING AND EVERYTHING. SKETCH ANY OBJECT ABOUT THE HOUSE, ANIMALS, SCENERY, ETC. LEAVE OUT ALL DETAIL AT FIRST. BEGIN NOW—SKETCH A LITTLE EACH DAY!**

## LESSON-8.



NOTICE THAT YOUNGSTERS DO NOT HAVE MUCH OF A CHIN! IT DEVELOPS AS THE CHILD GROWS OLDER.

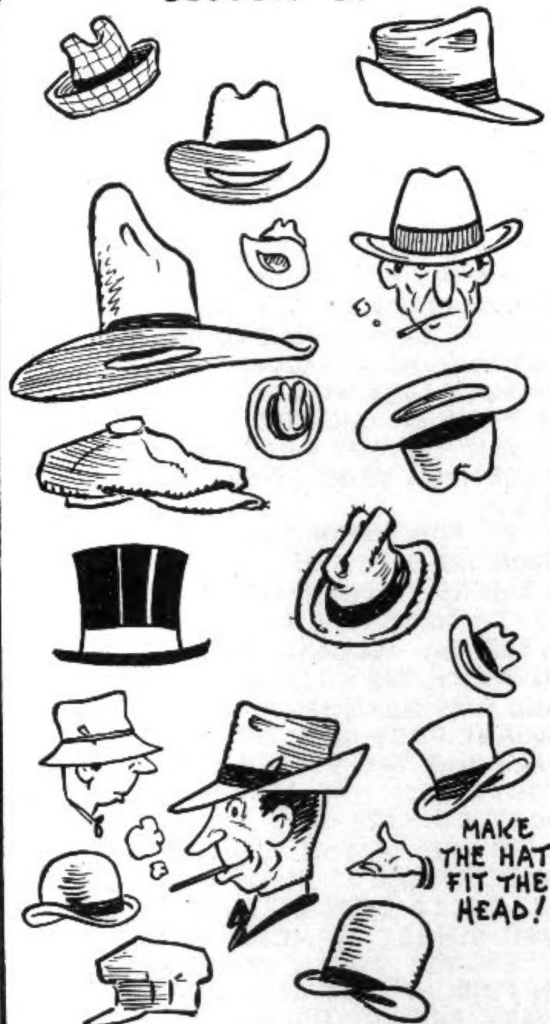
**KIDS**—LEARN TO DRAW THEM WELL! THEY CAN ADD A LOT OF INTEREST TO ANY CARTOON.



**WOMEN**—YOU'LL FIND IT PAYS TO MAKE THE WOMEN YOU DRAW AS GOOD LOOKING AS POSSIBLE. ALSO KEEP POSTED ON THE LATEST STYLES AND FASHIONS.



## LESSON-9.



**HATS** - AS YOU WALK ALONG THE STREETS, OBSERVE THE MANY SHAPES AND KINDS OF HATS, AND NOTE THE DIFFERENT ANGLES AT WHICH THEY ARE WORN.

## LESSON-10.



## CARTOON IDEAS

**E**VERY CARTOON SHOULD TELL A STORY. IF IT DOESN'T TELL A STORY, IT ISN'T A CARTOON - JUST A DRAWING!

THE IDEA IS BY FAR THE MOST IMPORTANT PART OF ANY CARTOON.

START NOW TO DEVELOP YOUR IDEAS. YOU WILL FIND THAT THE MORE YOU THINK UP, THE EASIER THEY WILL COME!

READ THE DAILY PAPER, AND WHILE DOING SO, PICK OUT A SUBJECT WHICH YOU THINK SHOULD BE CARTOONED. TRY TO THINK OF A SITUATION THAT WILL BRING OUT YOUR THOUGHT. SKETCH YOUR IDEA ROUGHLY ON PAPER 8½ x 11. KEEP ALL OF YOUR IDEA SKETCHES FOR LATER REFERENCE.

CONGRESS, THE ADMINISTRATION AND STATE OR LOCAL GOVERNMENTS ARE FAVORITE CARTOON SUBJECTS.

MOTHER'S DAY, LABOR DAY, FOURTH OF JULY, MEMORIAL DAY, CHRISTMAS, NEW YEARS, EASTER, SPRING, VALENTINE'S DAY, TAXES, APRIL FOOL'S DAY, HALLOWE'EN, THANKSGIVING, FLAG DAY, DOG DAYS, JACK FROST, AND NUMEROUS OTHER SPECIAL DAYS AND EVENTS ARE ALWAYS GOOD FOR AT LEAST ONE CARTOON EACH YEAR!

## LESSON-11



DRAW THE SAME HEAD AS ABOVE AND ADD WHISKERS TO THE LOWER HALF!



**E**VERY CARTOONIST HAS HIS OWN VERSION OF CONGRESS. MAYBE YOU CAN ORIGINATE A BETTER ONE!

## LESSON-12.



FIG.1.

NOTICE THE HOOK-NOSE, LONG HAIR AND HEAVY EYEBROWS.



FIG.2.

HE IS USUALLY PICTURED IN A HIGH HAT WITH STARS ON THE BAND.



FIG.3.

UNCLE SAM—LEARN TO DRAW THIS OLD GENTLEMAN IN EVERY POSITION, AS YOU WILL FIND OCCASION TO USE HIM IN MANY CARTOONS. MAKE MANY LITTLE RAPID SKETCHES OF HIS HEAD AS SHOWN IN FIG.3 ABOVE. THEY MAY LATER BE FINISHED UP WITH MORE DETAIL AS IN FIGURES 1 AND 2.

## LESSON-13.

SOME ARTISTS PUT STRIPES ON THE HAT



HIS COAT MAY BE COVERED WITH SMALL STARS WITH BLACK COLLAR AND CUFFS.

A STRIPE UP THE TROUSERS GIVES ADDED HEIGHT.

THE COAT MAY BE LEFT PLAIN.

THERE ARE MANY WAYS IN WHICH OUR GOOD OLD UNCLE MAY BE DRESSED. IF YOU PUT A DARK COAT ON HIM, KEEP THE BACKGROUND LIGHT, BUT IF HIS COAT IS LIGHT, A DARK BACKGROUND WILL HELP TO MAKE HIM STAND OUT.

## LESSON-14.



NOTE THE SMALL TUFT OF HAIR ON TOP OF THE HEAD AND THE MASS OF HAIR ABOUT THE EARS. ALSO THE HOOK-NOSE, PROMINENT CHIN, INEVITABLE PIPE AND THE FLAG ON VEST.



OBSERVE THE STOCKY BUILD, TAIL COAT, FLAT HAT AND BOOTS.



JOHN BULL, THE CARTOON CHARACTER WHICH REPRESENTS ENGLAND. LIKE UNCLE SAM, THERE ARE ALSO MANY WAYS TO DRESS UP JOHN. ORIGINATE YOUR OWN STYLE.

# LESSON-15.



A SMALL SHADOW UNDER A SHOE "GLUES" IT FIRMLY TO THE GROUND!

SHADOW ON STEPS.

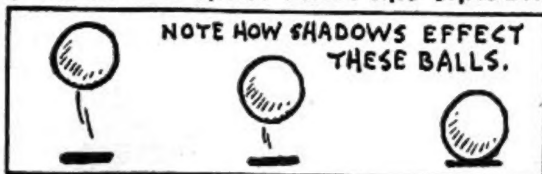
A RECLINING FIGURE NEEDS SOME SHADOW TO "HOLD IT DOWN."



SHADOWS MAY BE USED AS THE BASIC THOUGHT FOR A CARTOON!



HARD TO GET AWAY FROM THIS SHADOW.

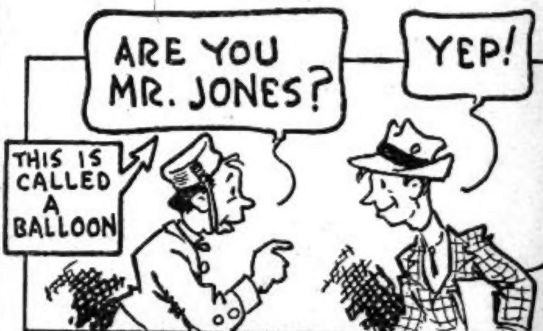


NOTE HOW SHADOWS EFFECT THESE BALLS.

SHADOWS ARE IMPORTANT. OBSERVE THEM WHENEVER POSSIBLE.

# LESSON-16.

ABCDEFGHIJKLMNOPQRSTUVWXYZ-



CARE SHOULD BE TAKEN ALWAYS TO HAVE THE PERSON WHO ASKS THE QUESTION OR BEGINS THE CONVERSATION AT THE LEFT IN YOUR DRAWINGS, SO THE READER WON'T READ THE WRONG "BALLOON" FIRST.

ABCDEFGHIJKLMNOPQRSTUVWXYZ-

ALWAYS RULE PENCIL LINES TO HELP KEEP YOUR LETTERING STRAIGHT.

# LETTERING

IS USED IN SOME FORM OR OTHER IN ALMOST EVERY CARTOON AND IT MUST BE PLAIN AND EASY TO READ, SO FOR YOUR OWN GOOD LEARN TO LETTER WELL.

# LESSON-17.

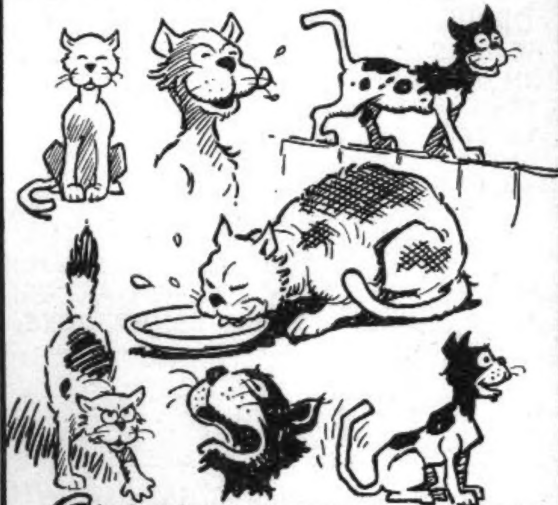




## LESSON-18



EVERYONE LOVES A DOG, SO TRY TO GET ONE INTO MANY OF YOUR DRAWINGS.



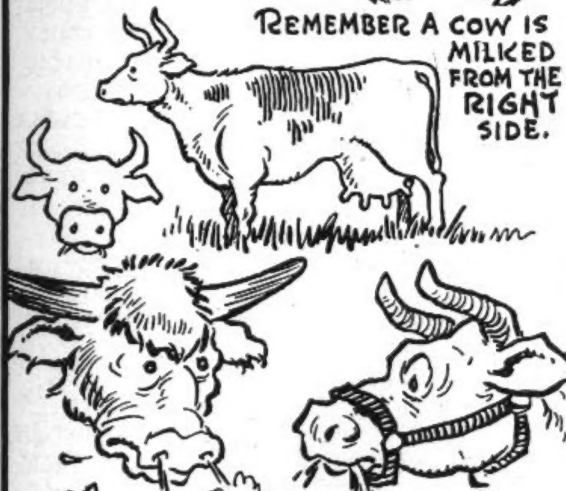
CATS MAY ALSO BE USED TO GOOD ADVANTAGE, ESPECIALLY IN A HOME OR KITCHEN SCENE.

## LESSON-19.

A PIG IS SOMETIMES USED TO DENOTE "WASTE", "GREED", ETC.



REMEMBER A COW IS MILKED FROM THE RIGHT SIDE.



NO BARNYARD SCENE IS COMPLETE WITHOUT A FEW PIGS AND A COW OR TWO.

## LESSON-20.

GOSH, THIS ARTIST MUST BE DUMB! LOOK AT THE MISTAKES IN HIS DRAWING!



NEVER TRY TO DRAW SOME OBJECT WITH WHICH YOU ARE NOT FAMILIAR, WITHOUT A PHOTOGRAPH OR DRAWING TO GO BY. FOR INSTANCE IF YOU WERE TO DRAW A RAILROAD ENGINE AND FORGET THE SMOKE STACK OR PLACE SOME VITAL PART IN THE WRONG SPOT, EVERY RAILROAD MAN WOULD NOTICE YOUR MISTAKE AT FIRST GLANCE. THE SAME HOLDS TRUE OF SHIPS, AUTOS, PLANES, ETC.

FOR INSTANCE, HORSES ARE MOUNTED FROM THE LEFT SIDE, SO NEVER DRAW A FIGURE MOUNTING FROM THE RIGHT.

SOME TIME AGO, THE AUTHOR SAW A SERIOUS ILLUSTRATION FOR A STORY IN WHICH THE VILLAIN HAD JUST STOLEN AND WAS RUNNING AWAY WITH A ONE SQUARE FOOT CUBE OF GOLD. HE WAS CARRYING THE GOLDEN CUBE LIKE A FOOTBALL. THE JOKE IS THAT A CUBIC FOOT OF PURE GOLD WOULD WEIGH WELL OVER HALF A TON, WHICH OF COURSE WOULD MAKE IT IMPOSSIBLE FOR THE VILLAIN TO EVEN LIFT, LET ALONE CARRY OFF SINGLE HANDED.

THE PUBLIC TAKES GREAT DELIGHT IN FINDING MISTAKES IN AN ARTIST'S WORK AND WRITING HIM ABOUT THEM.

BE SURE YOUR DETAIL IS CORRECT, THEN GO AHEAD.





## LESSON-21.



GOOD ACTION ADDS TO THE INTEREST OF ANY DRAWING. NOTICE THE DIFFERENCE IN THE TWO RUNNING FIGURES ABOVE. YOU CAN READILY SEE WHICH ONE IS "GOING PLACES."



**ACTION**- ALWAYS GET LOTS OF IT IN YOUR DRAWINGS, STIFF FIGURES LACK APPEAL.

## LESSON-22.



U.S. SAILOR, OR "GOB!"



U.S. SOLDIER. "BUCK PRIVATE"

START YOUR DRAWINGS OF SOLDIERS AND SAILORS AS SHOWN IN LESSONS 3 AND 4.



**W**E HAVE POINTED OUT THE WAY THUS FAR AND HOPE YOU ARE INTERESTED ENOUGH TO CONTINUE THE JOURNEY!

**GOOD LUCK!**